

GAME BOY ADVANCE

AGB-ATLE-USA



Disney's
ATLANTIS
THE LOST EMPIRE



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

Visit www.esrb.org or call
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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT
SOFTWARE RATING BOARD. FOR INFORMATION ABOUT
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SEAL OF QUALITY.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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Disney's

ATLANTIS

THE LOST EMPIRE



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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Disney's Atlantis The Lost Empire into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



CONTROLS

BUTTON	ACTION
Selection Screens	
Control Pad 	Highlight menu selection
Control Pad 	Change options
A Button	Confirm selection
B Button	Return to previous menu
START	Confirm selection

BUTTON

ACTION

Game Controls

Control Pad	Walk / Run / Swim / Duck
A Button	Jump
B Button	Use item / Throw
R Button	Look down
L Button	Look up
START	Pause the game

MAIN MENU

- **New Game** — Begin a new game of Disney's Atlantis The Lost Empire.
- **Continue** — Enter a password to continue a previously played game. See SAVING AND LOADING on page 29 for more information.
- **Options** — Customize the game with the following options:
 - **Music** — Increase the music volume from 1 to 10, or turn it OFF.
 - **Sound** — Increase the sound effects volume from 1 to 10, or select OFF.
- **Swap Buttons** — Select OFF to use the default controls (listed in the manual), or ON to switch the A Button and B Button commands.



PLAYING A GAME

Mission Goals

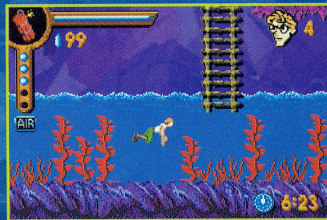
The mission goals and objectives are displayed before each level. Accomplish these goals before the time limit in order to advance to the next level.



Game Screen

Check the top of the screen often for vital information pertaining to the level.

- **Health** — Milo's health is shown as a blue health bar. When Milo takes damage, the health bar will decrease in size. When the health bar is gone, Milo will lose a continue.
- **Continues** — The number next to Milo's portrait shows how many continues Milo has left. When the number reaches 0, the game is over.
- **Time Left** — A clock shows how much time is left to complete the goals for the level. When the clock reaches 0, Milo will lose a continue and will have to restart the level.
- **Power-ups** — Find power-ups along the way to help Milo in his quest.



Power-ups

Milo has one power-up slot available to retain a special ability. During his adventures, Milo will find items and power-ups that he can grab to enhance his abilities. However, when he grabs another item, it will replace the existing ability in his power-up slot.



To borrow an ability, walk up to the power-up icon on the screen. The power-up ability will be transferred to Milo's power-up slot.



Blow up objects using dynamite.



Drill through floors with this tool.



Throw wrenches at enemies or switches.



Throw the boomerang at enemies.



Take no damage with Kida's invulnerability.



Gain either 50% or 100% health.



The Shepherd's Journal is a checkpoint. After finding one, you will restart from its position when you've lost a continue.

Note: Most power-ups can be used repeatedly. However, the health and invulnerability power-ups can only be used one time. Press the B Button to use the item and clear the power-up slot.

Items



Crystal

Crystals are scattered and hidden throughout each level. Collect the crystals to earn extra lives. Before each level, the Mission Goals screen will show how many crystals are hidden. Find all the crystals in the game for a surprise!



King's Eye Crystal

The King's Eye Crystals are the stones from the water in front of the King's throne. They mark the location of the heart of the city. Collect the pieces of the King's Eye to learn the secrets of Atlantis.



Bonus Letters

Collect one gold letter from every level for a hidden surprise!



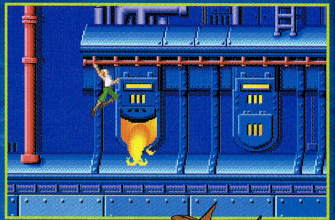
Pausing the Game

Press **START** at any time to pause the game. Select **RESUME GAME** to return to the action, or **QUIT GAME** to exit the game and return to the Main Menu.

THE LEVELS

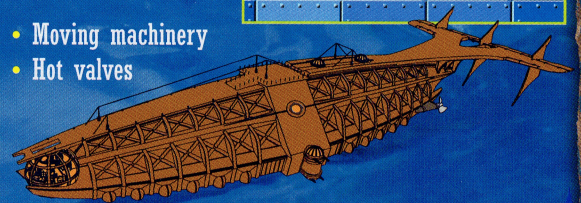
Level 1: The Boiler Room

Help iron the bugs out of the sub's engines. Keep the boiler from overheating by setting the steam vents correctly while avoiding obstacles.



Hazards

- Steam blasts
- Moving machinery
- Overhead rails
- Hot valves
- Time



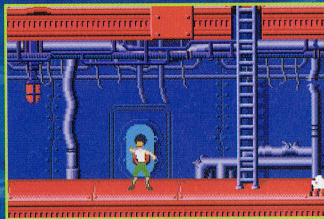
Level 2: Lights Out

Rescue the trapped crew! The submarine is running from the Leviathan and Milo needs to get to the bridge ASAP! Navigate the various levels of the submarine, but try to avoid the exploding machinery. Crewmembers are scattered throughout the level, trapped in their quarters because of the failing electricity and equipment.

Enemies and Hazards

- Electricity
- Falling debris
- Time

Hint: Help each crewmember escape by turning various wheels on the level to open their doors. It may take a few tries to unlock each crewmember's door.



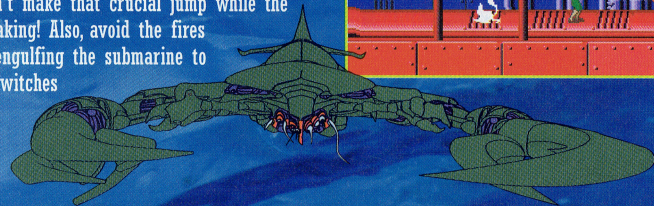
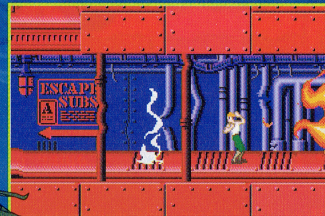
Level 3: The Leviathan

Get to the Aqua Evac before the seawater reaches the boiler — and blows up the ship!

Enemies and Hazards

- Steam blasts
- Large and small fires
- Electricity
- Time

Hint: Don't make that crucial jump while the sub is shaking! Also, avoid the fires that are engulfing the submarine to activate switches or open doors.





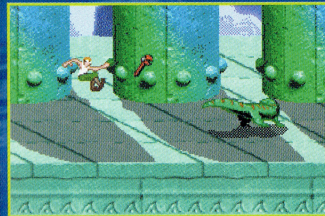
Level 4: Encounters

Follow Kida through the treacherous area, avoiding pitfalls, obstacles, and fatal dead ends!

Enemies and Hazards

- Bottomless pits
- Swinging doom
- Time
- Spike pits

Hint: Try to keep Kida in sight to see which path she takes or which platforms she avoids — some paths can lead to dead ends!



Use these Atlantean switches to access new areas!

Level 5: Eyes of the King

Find the Kings Eye Crystal puzzle piece.

Enemies and Hazards

- Red spiders
- Blue spiders
- Lava
- Cliffs
- Lizard creature
- Spike pit



Level 6: Caves of Atlantis

Explore the Caves of Atlantis and decipher the Atlantean writing on the walls — which path will you take?



Enemies and Hazards

- Blow darts
- Bats
- Giant spider
- Traps

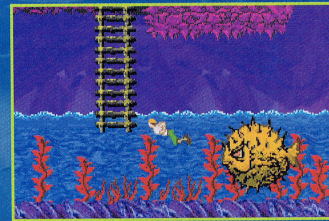
Hint: Use the symbols on the walls to determine the correct path.

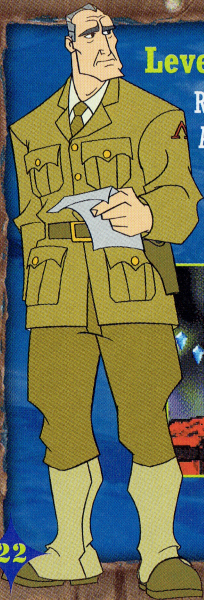
Level 7: Waterworks

There are a lot of enemies to avoid and extremely strong currents to contend with in this area. Watch out for the giant blowfish!

Enemies and Hazards

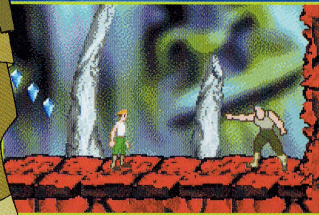
- Fish
- Currents
- Bats
- Squid
- Shark
- Lava
- Drowning
- Eels
- Giant blowfish





Level 8: Deception

Rourke has taken Kida, and along with her the secret of Atlantis! Milo has to recapture the stolen Kings Eye Crystal and find where Rourke has gone so he can rescue Kida.



Enemies and Hazards

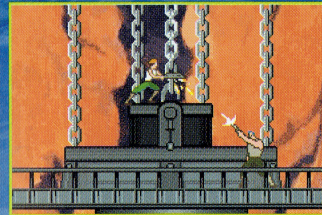
- Lava
- Fish
- Eels
- Drowning
- Spikes
- Spiders

Level 9: Lofty Stakes

Battle Rourke on the balloon to save Kida!

Enemies and Hazards

- Rourke
- Falling
- Flare gun

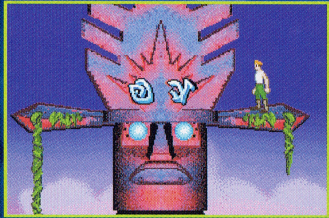


Hint: Avoid Rourke's flare gun! Milo's hacksaw might break, but he can find more in the toolbox at the top of the balloon.



Use the hacksaw to cut the ropes!

Level 10: Awakening the Past



Shield the city! Rearrange the golem's crystals to activate the Crystal Shield before Atlantis is engulfed in lava!

Enemies and Hazards

- Falling
- Lava
- Time



Hint: Be sure to activate all of the golems! Match each symbol with the ones on each golem's head.



SAVING AND LOADING

Disney's Atlantis The Lost Empire uses a password system to save and load an existing game. After completing a level, the screen will display a code, or password, for you to remember. Write this down onto a piece of paper before turning the power OFF.

Saving the Game



The only way to save your game is to receive a password. Packard will give you a new password at the end of each level.



Loading the Game

ENTER PASSWORD



Select CONTINUE from the Main Menu to load a previously saved game. Use the Control Pad UP/DOWN to select a character, then press RIGHT. Now select the next character and press RIGHT on the Control Pad again. Continue the process until the password is complete, then press the A Button to confirm.

If correct, you will return to the game. If incorrect, you will return to the Main Menu and can begin a new game.

CREDITS

Atlantis Game Development by
3d6 Games Inc.

Lead Programming
Dan Filner

Programmer
Tom Mensch

Scripting
Nick Robertson

Executive Producer
William Schmitt

Producer
Chris Novak

Art Director and Lead Artist
Eric DeSantis

Artists
Heidi DeRick, Rick Grossenbacher
Andrew Hsu, Christopher D. White

Level Designers
Troy Sheets, Martin Theyer

Music and Sound Effects
Slackmates Inc.
Rod Abernethy, Dave Adams

Additional Character Animation
Clever Image, Inc.

THQ INC.

Producer Jamie Bafus

Assistant Producer Roger Faso

Executive Producer Carolina Beroza

**VP of
Product Development** Michael Rubinelli

QA Manager Jeremy Barnes

Lead Tester Julian Brummitt

Testers Charles Way
Julio Avalos
Melissa Prosser

Product Marketing Manager . Kevin Hooper

Group Marketing Manager John Ardell

Associate Product Manager ... Paul Naftalis

Creative Services Kirk Somdal

**Director,
Creative Services** Howard Liebeskind

VP of Marketing Peter Dille

Special Thanks

Brian Farrell, Jeff Lapin, Alison Locke,
Germaine Gioia, Leslie Brown, Tiffany Ternan,
Robert Riley, Gordon Madison, Ricardo Fischer,
Jack Suzuki, Christian Kenney, Thq Kids Group

DISNEY INTERACTIVE

Producer Jared Brinkley

Senior Producer Scott Cuthbertson

VP - Production Dan Winters

Art and Animation Ken Christiansen
Mary Ann Ramirez

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Customer Service Department
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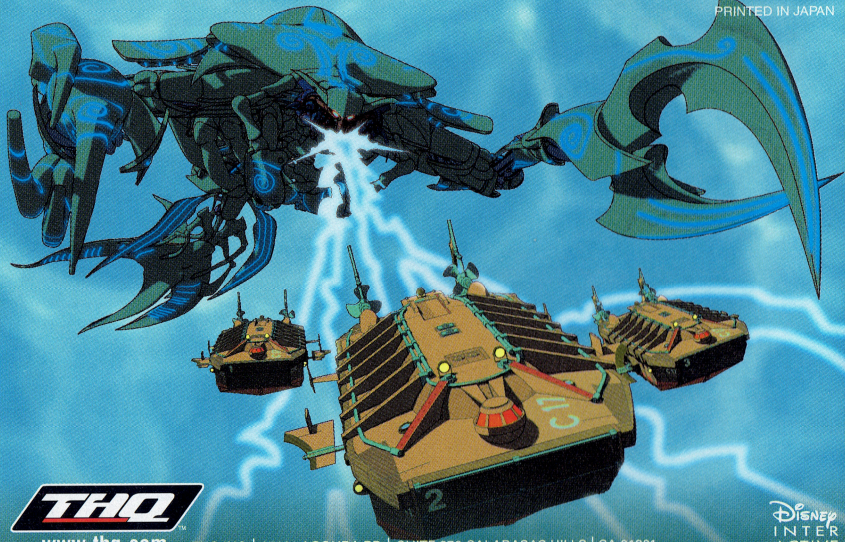
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